

AMENDMENTS TO THE CLAIMS

Claims 1 - 15 (canceled)

16.(new): A method of executing a game program by using a computer that has a controller which has pressure-sensitive means for sensing a variable pushing pressure of a player on the controller, the method comprising the steps of:

generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude dependent on said variable pushing pressure;

examining the pattern in changes of the variable magnitude depending on said variable pushing pressure;

retrieving a table to determine processing to be executed depending on both the pattern of changes in the pressure-sensing value of a pushing pressure of a player on the controller and a scene of the game program that is performed when the controller is operated; and

performing said processing to be executed.

17.(new): The method of using a computer of claim 16, wherein said pattern in changes of the variable magnitude is processed as the degree of emotion or volition of the player.

18.(new): The method of using a computer of claim 16, wherein said pattern of changes is a combination of gradual changes and rapid changes.

19.(new): The method of using a computer of claim 16, wherein when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing anger, an emotion of anger is recognized to be present depending on a magnitude of an output value of said controller, and when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing joy, an emotion of joy is recognized to be present depending on the magnitude of the output value of said controller.

20.(new): The method of using a computer of claim 16, wherein a case where the output value of said controller changes from large to small is recognized to be an emotion of sadness, and a case where the output value of said controller changes from small to large is recognized to be the emotion of joy.

21.(new): The method of using a computer of claim 16, wherein a case where the output value of said controller reaches at least a stipulated level several times in succession is recognized to be an emotion of laughter.

22.(new): The method of using a computer of claim 16, wherein when a scene is a case where the player or the character controlled by the player is requested to make a decision, if the output value of said controller is greater than a stipulated value, then a positive response or negative response is recognized, or if the output value of said controller is less than a stipulated value, then a negative response or positive response is recognized.

23.(new): A recording medium having stored thereon computer executable instructions for executing a game program by using a computer that has a controller which has pressure-sensitive means for sensing a variable pushing pressure of a player on the controller, the computer executable instructions performing the steps of:

generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude dependent on said variable pushing pressure;

examining the pattern in changes of the variable magnitude depending on said variable pushing pressure;

retrieving a table to determine processing to be executed depending on both the pattern of changes in the pressure-sensing value of a pushing pressure of a player on the controller and a scene of the game program that is performed when the controller is operated; and

performing said processing to be executed.

24.(new): The recording medium of claim 23, wherein said pattern in changes of the variable magnitude is processed as the degree of emotion or volition of the player.

25.(new): The recording medium of claim 23, wherein said pattern of changes is a combination of gradual changes and rapid changes.

26.(new): The recording medium of claim 23, wherein when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing anger, an emotion of anger is recognized to be present depending on a magnitude of an output value of said controller, and when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing joy, an emotion of joy is recognized to be present depending on the magnitude of the output value of said controller.

27.(new): The recording medium of claim 23, wherein a case where the output value of said controller changes from large to small is recognized to be an emotion of sadness, and a case where the output value of said controller changes from small to large is recognized to be the emotion of joy.

28.(new): The recording medium of claim 23, wherein a case where the output value of said controller reaches at least a stipulated level several times in succession is recognized to be an emotion of laughter.

29.(new): The recording medium of claim 23, wherein when a scene is a case where the player or the character controlled by the player is requested to make a decision, if the output value of said controller is greater than a stipulated value, then a positive response or negative response is recognized, or if the output value of said controller is less than a stipulated value, then a negative response or positive response is recognized.

30.(new): An apparatus for executing a game program that has a controller which has pressure-sensitive means for sensing a variable pushing pressure of a player on the controller, the apparatus comprising:

means for generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude dependent on said variable pushing pressure;

means for examining the pattern in changes of the variable magnitude depending on said variable pushing pressure;

means for retrieving a table to determine processing to be executed depending on both the pattern of changes in the pressure-sensing value of a pushing pressure of a player on the controller and a scene of the game program that is performed when the controller is operated; and

means for performing said processing to be executed.

31.(new): The apparatus of claim 30, wherein said pattern in changes of the variable magnitude is processed as the degree of emotion or volition of the player.

32.(new): The apparatus of claim 30, wherein said pattern of changes is a combination of gradual changes and rapid changes.

33.(new): The apparatus of claim 30, wherein when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing anger, an

emotion of anger is recognized to be present depending on a magnitude of an output value of said controller, and when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing joy, an emotion of joy is recognized to be present depending on the magnitude of the output value of said controller.

34.(new): The apparatus of claim 30, wherein a case where the output value of said controller changes from large to small is recognized to be an emotion of sadness, and a case where the output value of said controller changes from small to large is recognized to be the emotion of joy.

35.(new): The apparatus of claim 30, wherein a case where the output value of said controller reaches at least a stipulated level several times in succession is recognized to be an emotion of laughter.

36.(new): The apparatus of claim 30, wherein when a scene is a case where the player or the character controlled by the player is requested to make a decision, if the output value of said controller is greater than a stipulated value, then a positive response or negative response is recognized, or if the output value of said controller is less than a stipulated value, then a negative response or positive response is recognized.